



SUPER TOUCH LEAGUE RULES, GUIDELINES & REGULATIONS WINTER LEAGUE 1 2024

WINTER LEAGUE SOCIAL FORMAT

Objectives:

- Introduce new referees, and level up current referees
- Introduce referees panel
- Introduce new volunteers to assist with running of the league (timing, siren, music, marketing etc)
- Use the time to run referees workshops and talks, trial friendlies (Ladies Social), and expose juniors to league
- Emphasis and attention to wider touch community
- Grow the understanding of the game amongst social teams – transfer skills and knowledge to new players and new teams through mentors
- Emphasis on culture within the league
- Develop partnerships with local business and organisations to support the league
- Expand on the number of loyal teams for our standard Leagues (beginning and end of year)
- Long term growth – expand the broader participation in league and expand the number of loyal team

Structure:

- The league runs for 5 weeks
- Dependent on team numbers, teams play on average 2 games per night
- Cross-division games and friendlies against invite teams can be played to fill numbers if needed

The league has 3 sets of “Rules” as follows:

- 1. Playing Rules.** The KZN Association has adopted the TFA Edition 8 rules, with a few minor adjustments. These are applied by the referees during the course of the games.
- 2. Behavioural Rules.** The Association has a set of Rules/ policy with respect to behaviour and misconduct. These are applied by referees in games, and are backed up by the Association in enforcing or hearing appeals regarding playing bans.
- 3. Player registration; Team composition & Attire Rules.** These rules refer to the number of players eligible to play for a team, any limitations on female or male players etc, and so forth.

TEAM COMPOSITION, REGULATIONS & GUIDELINES

First Division teams:

1. Teams are permitted to register 16 players with a maximum of 2 KZN players (any player that has played in an SIPT in the last 3 years) on the field at the same time.
2. Teams must have a minimum of 4 players for a match to proceed. Less than 4 players will result in a forfeit.
3. There are 3 points for a win, 2 for a draw & 1 for a loss, while a forfeit is 0 points.

Social Division Teams:

4. Teams are permitted to register 16 players with a maximum of 3 KZN players (any player that has played in an SIPT in the last 3 years) on the field at the same time.
1. Each team has a dedicated KZN player/s who are mentors for the social teams to grow the knowledge of the game.
2. If no KZN players are registered in a team, the Social Division Manager can allocate a KZN player/s to mentor the team, on request.
3. The Social Division Manager allocates, nominates and monitors KZN players in the Social Division, ensuring motives and manner of play are aligned.
4. Teams must have a minimum of 4 players for a match to proceed. Less than 4 players will result in a forfeit.
5. In mixed division, tries scored by females (non KZN) count as 2.
6. There are 3 points for a win, 2 for a draw, 1 for a loss, 0 points for a forfeit.

INDEMNITY

Super Touch makes every effort to ensure safe playing conditions and playing environment at all times. However, all players, teams, referees & spectators are reminded that they participate in the Super Touch League entirely at their own risk. The league management and the KZN Touch Association will not be liable for any claims or damages, including injury or loss of property, arising from the participation or presence of any person in or at the League venue (Northwood Crusaders)

GENERAL RULES

1. Sportsmanship and playing within the rules & spirit of the game are values which SUPER TOUCH and the KZN TOUCH ASSOCIATION actively encourages and endorse.
2. We strive to create an environment of strong community values, of fitness, fun and enjoyment for all persons concerned, whether they are referees, players, spectators, parents or outside observers.
3. We also foster the enjoyment of the game, by encouraging high standards of play & competition between teams.
4. We ask that every player, captain, referee and spectator respect this ethos as befits a participant in the Touch community.
5. NO swearing or foul language; referee or player abuse & confrontation between teams, or players & referees will be tolerated; this applies equally to overly physical, or robust play; fighting, kicking, hitting with open or closed hands etc. Repeated penalty offences which result in a player being set off the field for a period of time, or for the rest of the game by the referee are included. The referee will be obligated, in these cases, to submit a disciplinary report, and the offending player/s may be subjected to a playing ban.
6. Please note that NO dispute or discussions with the referee/s are permitted during any game. A brief polite enquiry (by the team captain, on the run) may be allowed, but no delay in play or distraction of the referee is permitted. Players or Teams who are in breach of this ruling may be sanctioned as follows: a forced substitution, sending off for Time, sending off for the Remainder of the Game, a Playing Ban of 1 or more matches; or further action as determined by the Super Touch Disciplinary panel.

ADDITIONAL RULES

- 1.** No informal complaint regarding REFEREE DECISIONS will be entertained during or after any game. The referee is the sole judge of fact in any game, and no discussion will be entered into.
- 2.** No informal request to change referee appointments or implications or accusations of referee bias or incompetence will be accepted by the league management.
- 3.** Should there be, however, any complaints or requests regarding referee decisions, referee competence or referee match appointments, these must be submitted *in writing* to the League Manager, or the KZN Chairman
- 4.** Any other requests, suggestions or matters pertaining to the league may be submitted to the League Manager for consideration.

International playing Rules are provided by FIT (Federation of International Touch)

These can be found on the TFA website under Touch Football Rules.

The following summary will be of use to most entry level players:

- There are only 6 players on the field from each team at any time. There may be less, but a game cannot proceed unless there are 4 players present. The substitute players may come on or players come off at any time, provided the player comes off before the replacement goes on.
- The team who wins the toss chooses sub box side, direction and to start or receive.
- A tap occurs at the start/ re-start of the game and at any penalty. Ball must be on the ground, hands-free and touched with the foot before picking up and playing. The person taking the tap may score or be touched.
- A roll-ball is the act of bringing the ball back into play at a touch, turnover of possession or loss of possession. The ball is placed cleanly on the ground at the point of touch, or turnover, and stepped over between the feet, and facing directly forwards. (Loss of control, dropped balls, or facing sideways during a rollball will result in a change of possession. Rolling the ball off the mark is liable to penalty.)
- A touch is defined as any contact between the ball carrier and and defender – and the touch must be made with the minimum force necessary. The ball carrier may (and is encouraged to) effect the touch on a defender. (Failure to touch with the minimum force may result in a penalty)
- Once the ball is 'rolled' (Preferably it does not move), the nearest player becomes the half and returns the ball to play by picking it up & running or passing. However, the ½ may not score, and if touched turns over possession immediately.
- After a touch, the defender and the entire team must retreat a minimum distance of 7 m from that point, unless the tryline is at a lesser distance. This 7 m 'onside' line is usually indicated by the referee. (Failure to retreat the full distance may result in a "play through' call or a penalty)
- The ball may only be passed backwards out of the hands; only BEFORE a pass is made and may not touch the ground. (Forward passes or Late passes are liable to penalty.)

- Players are not permitted to slow or delay play by holding onto the ball at a turnover or penalty, throwing it away, or engaging in discussion with the referee or players. (A penalty 10 m in advance may be awarded)
- The aim of the game is to move the ball forward towards the opposition tryline by running, passing the ball, and using the 6 possessions (or touches) and then placing the ball over the line before a touch is made.
- No excessive force in contact, swearing or verbal abuse towards players or officials and no deliberate breaching of the Rules is permitted. A player may be penalised, force-substituted or Sent from the field for a period of 4 sets of full possessions, or for the remainder of the game.
- The referee is the sole judge of fact and no arguments or discussions may be entered into while play continues.